

Improvements and Actions

Getting to There – A Transportation Futures Event

Group 1

| Top 5 Improvements | Actions City can Take | Actions I Can Take |
|--|---|--|
| Frequency of current transit routes | Educate, market, lobby subsidize | Ride more, recruit others to ride |
| Pedestrian improvements including pedestrian bridges in Overlake | Coordinate with Bellevue and Sound Transit, hire consultant, partner with businesses for advertising, explore funding options with BTTI | Use it, advocate, lobby, sponsor |
| HOV lanes downtown, bus lanes (especially RPR – 520) | Build, design, fund, coordinate with state regional master plan | Advocate, lobby, use the bus routes, donate money or resources, fundraising |
| Placemaking strategies with transportation, mixed/multi-modal | Zoning and planning, identifying importance, establish criteria, marketing | Participate, group errands together, recommend places and use them (occurs naturally), support the evolution |
| Senior housing where there are senior services | Zoning, planning approval, subsidies | Advocate, set expectations in market |

Group 2

| Top 5 Improvements | Actions City can Take | Actions I Can Take |
|-------------------------------------|--|--|
| Pedestrian conveniences | Coordinated pedestrian lights, finished walkways, amenities | Talk to neighbors, walk more |
| Downtown shuttle | Identify route, fund through BTTI tax | Elect like-minded people |
| Placemaking | Identify existing and potential places, fountains and squares, small performance venues, require development of places | Community activism, talk to government representatives |
| Beautification buffers (vegetation) | Identify buffer areas | Community activism, talk to government representatives |
| More trails, better access | Identify trails, improve connections to and from river trail | Community activism, talk to government representatives |

Group 3

| Top 5 Improvements | Actions City can Take | Actions I Can Take |
|--|---|--|
| Neighborhood hub and spoke (shuttle and van) | Partner with businesses for costs, streamline bus routes and timings, provide incentives for use | Use and support system, advertise system |
| Placemaking, concentrating trips | Connect parks with signage, design trail connections, add elements (benches, fountains, vendors, kiosks) | Learn about public spaces, www.pps.org |
| Regional transit (mono and light rail) | Leverage Metro and Sound Transit, lobby as “City” priority, make space and zoning to support usage and density | Use and support system, advertise system, attend Sound Transit board meetings |
| Signal timing and turn queues | Citizen participation of problem areas, educate regarding process, be proactive at finding problems and fixing them, utilize traffic data | Call City traffic department and describe problem areas, speak to City Council |

Group 4

| Top 5 Improvements | Actions City can Take | Actions I Can Take |
|---|---|---|
| Make Overlake pedestrian friendly -- NE 24 th wider sidewalks, buffers; NE 24 th , 152 nd NE and 148 th NE wider shoulders | Allocate funds, prioritize with TIP (Transportation Improvement Program) | Let Council know you support it |
| BNSF – pedestrian-oriented boulevard, possible trolley, make is a place | Acquire it, initiate planning, find funding (i.e. grants or public park bond) | Public participate in process, communicate that we want it, vote for and support bond |
| Circulator transit – open access transit to general public, smaller vehicles, Education Hill, Downtown/Bear Creek park and ride, 15 min service all day, focus on school hours, coordinate with Metro | Find funding, enhance communication with partners (school, Metro), provide communications and publicity, negotiate to expand access | Stay involved, use new service |
| Fixed guideway transit – Redmond to Bellevue and Seattle, transit stops serve, transit friendly neighborhoods, connections to park and rides | Council provide support and feedback to regional organizations | Stay involved |
| 166 th NE as a pedestrian/bike/skateboard friendly street | Funding, design | Public input |